



Swaraj Kumar Swain

UNITY GAME DEVELOPER

- Phone 7978337195
- Message swarajswain00@gmail.com
- Website <https://kumarswaraj.github.io/website/#portfolio>
- Linkedin <https://www.linkedin.com/in/swaraj-kumar-1a0058189/>

WORK EXPERIENCES

DESCRIPTION

Motivated Unity Game Developer with strong technical skills and a problem-solving mindset. Experienced in creating immersive games for PC, mobile, and VR platforms, with expertise in UI/UX design. Seeking opportunities to apply and grow my abilities in a dynamic, creative team environment.

SKILLS

- UI & UX
- AR & VR
- Game prototypes
- Version controlling
- Assets management
- Performance optimization

CXR.Agency

(Mar 2024 – Present)

Unity VR Developer

- Developed VR projects, creating immersive experiences for platforms like Meta Quest 3 and Oculus using Unity and Oculus SDK.
- Developed and optimized VR modules with engaging UI/UX designs, incorporating real-time feedback.
- Collaborated with designers and clients to meet project goals and deadlines.
- Applied advanced shader development and plugin implementation to improve visual quality and interactivity.

Fabzen Technologies

(Mar 2023 – Jan 2024)

Unity Game Developer

- Developed 2D games for PC and mobile using Unity 3D.
- Applied debugging techniques to resolve code errors.
- Collaborated with game designers, artists, and testers to ensure product quality.

Metaversal

(Sep 2022 – Feb 2023)

Unity Developer

- Developed within a VR environment and optimized SDK code.
- Enhanced operations and delivered superior user experiences.
- Resolved technical issues using critical thinking and innovative solutions.

Knowledge Lens

(Aug 2021 – May 2022)

UI Developer

- Worked on UI development using Angular; handled server deployments with Docker and REST APIs.



PROJECTS

Richement (Watch Disassembly and Reassembly VR Experience):

- Designed a virtual reality experience simulating a watch disassembly and repair process with intuitive visual and auditory feedback using Meta Quest 3 controllers.
- Technologies: Unity, Oculus SDK, Visual Studio, Figma
- Role: UI Implementation, Animations, Shader Development

OSU Gastrointestinal VR Experience:

- Developed VR modules for educating gastrointestinal cancer patients, incorporating learning and meditation modules to improve quality of life.
- Technologies: Unity, C#, VR, Visual Studio, Figma
- Role: UI Implementation, Animations, Plugin Development

RoboRag Swings:

- Developed a dynamic hero game with a ragdoll navigating urban landscapes, performing acrobatic stunts.
- Technologies: Unity, Visual Studio, Firebase, PlayFab, Admob
- Role: Gameplay, UI Implementation, Animations

Tap and Dunk It:

- Designed a hyper-casual basketball game with engaging gameplay mechanics and visually stunning effects.
- Technologies: Unity, Visual Studio, Firebase, PlayFab, Admob
- Role: Gameplay, UI Implementation, Animations

Skill Patti Empire:

- Built a real-money board game app with multiplayer capabilities and socket integration.
- Technologies: Unity, Visual Studio, Firebase, AppsFlyer
- Role: Gameplay, UI Implementation, Animations

SOFTWARE TOOLS

- **Programming Languages:**
C#, C++
- **Game Engines:**
Unity Engine
- **Architectures:**
Dependency injection (Strange IOC), API's
- **Version Control:**
GitHub, Bit Bucket, Source Tree, Plastic
- **Multiplayer:**
Basic Photon
- **Plugins:**
Firebase, PlayFab, Tween, Admob

EDUCATION

B.Tech in Computer Science & Engineering

Institute of Technical Education & Research, Bhubaneswar

- Year of Graduation: 2020 | Marks: 6.5

Senior Secondary (XII), Science

Sri Aurobindo Science College, Cuttack

- Year of Graduation: 2016 | Marks: 70.3%